### **4. BASIC RESPONSES**

Jump raises - minors5-9 raiseJump raises - Majors10-11, 3 card supportJump shifts after minor openingweakJump shifts after Major opening3♣ / 3♦ = 6-9 / 10-11, 4+ card supportResponses to strong 2 suit open.2♦ = waiting, others = 8+ NATResponses to 2NT opening3♣ = Puppet Stayman; 3♦ / 3♥ = TRF to ♥ / ♠

# **5. PLAY CONVENTIONS** Show priorities

		Versus Suit	(or both)	Versus	NoTrump	(if different)
Leads	Sequences:	Overlead All				
Four or r	nore with an honour	4th highest				
From 4	small	2nd highest				
From 3 c	ards (no honour)	MUD				
In partner's suit		As above				
Discards		Low Encourage				
Count		Low-High = Ev	en			
Signal	on partner's lead:	Low Encourage	Э			
Signal	on declarer's lead:	Reverse Count	:			
Notes						

6. SLAM CONVENTIONS

Slam Notes Specific Kings

Cue Bids X 1st or 2nd round controls

RKCB 1430

Asking Bids X Step Queen asks

4NT: Blackwood

## 7. OTHER CONVENTIONS

4 Gerber

when?

2 way checkback

3 checkback over 2NT rebid

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## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD ABF Nos. 961426 Jasmine Skeate (930901) Jack Luke-Paredi & Names: 1058789 Paddy Taylor Basic System: 2/1 Classification: Green X Brown Sticker Blue Red Yellow **1. OPENING BIDS** Describe strength, minimum length, or specific meaning Canape 1♥ 12+ HCP, 5+♥ 1♣ 12+, 3+♣ 1♦ 12+, 3+♦ 1♠ 12+ HCP, 5+♠ 1NT 15-17 BAL may contain 5 card Major 1NT Responses 24 Simple Stayman 2A Range probe or TRF to A 2♦ TRF to ♥ $(3 \forall = superaccept)$ $(3 \bigstar = superaccept)$ 2NT TRF to • or weak both minors 2 TRF to 🛧 other 1NT - 2NT - 3 = superaccept 24 23+ BAL or GF 2 weak, 6+ 2♥ weak, 6+♥ 2♠ weak, 6+♠ 2NT 20-22 BAL **3NT** Gambling other 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcall	s weak		
Responsive doubles through	4♥	Unusual N	T LUBS		
1NT overcall - immediate	15-18 sys	stem on	Immediate cue o	of minor	5-5 ♠+♥
1NT overcall - re-opening	15-18 sys	stem on	Immediate cue o	of Major	5-5 oM + m
Over weak twos $X = T/C$	)		Over opening	g threes	X = T/O
Over opponent's 1NT					
Strong: X = PEN;	2C = ♥+	<b>♠</b> ; 2♦ = 6I	M; 2♥ = ♥	+m; 2	2 <b>♠ = ♠</b> +m
Weak: X = 14+;	2C = ♥+♠	e; 2♦ = 6N	1; 2♥ = ♥-	+m; 2	<b>≜</b> = <b>≜</b> +m

			ES TO OPENIN		
	Describe stre	ngth,	minimum length, or specified	c mea	aning
1♣ 1♦	6+, 4+♦	2�	0-5, 6+♦	3�	GF, 5+♣, SPL
1♥	6+, 4+♥	2 💙	0-5, 6+♥	3 💙	GF, 5+ <b>♣</b> , SPL
1♠	6+, 4+♠	2	0-5, 6+♠	3♠	GF, 5+♣, SPL
1NT	6-9, no major	2NT	10-11, no major	3NT	12-15, no major
24	10+, 5+♣	3	5-9, 5+♣	4	
other					
1 1 1	6+, 4+♥	2 💙	0-5, 6+♥	3 💙	GF, 5+♦, SPL
1♠	6+, 4+♠	2	0-5, 6+♠	3♠	GF, 5+♦, SPL
1NT	6-9, no major	2NT	10-11, no major	3NT	12-15, no major
24	GF, 4+ <b>♣</b>	3♣	10-11, 6+🛧	4	GF, 5+♦, SPL
2�	10+, 5+♦	3�	5-9, 5+♦	4�	
other					
1♥ 1♠	5+, 4+♠	2 💙	6-9, 3♥	3�	10-11, 4+♥
1NT	6-11, semi-forcing	2	0-5, 6+♠	3 🧡	10-11, 3♥
2♣	GF, BAL or 5+&	2NT	GF, 4+♥	3♠	GF, 4+♥, SPL
2♦	GF, 5+ <b>♦</b>	3♣	6-9, 4+♥	3NT	choice of games
other	4 <b>♣</b> /4♦ = GF, 4+♥, SPL				
1 🛧 1NT	6-11, semi-forcing	2	6-9, 3♠	3 💙	10-11, 6+♥, <3♠
2♣	GF, BAL or 5+&	2NT	GF, 4+ <b>♠</b>	3♠	10-11, 3♠
2�	GF, 5+ <b>♦</b>	3♣	6-9, 4+♠	3NT	choice of games
2 💙	GF, 5+♥	3�	10-11, 4+🛧	4	GF, 4+♠, SPL
other	4 <b>♦</b> /4♥ = GF, 4+♠, SPL				
1NT 3♣	Puppet Stayman	3	GF, 13(54)	4�	
3♦	GF, 5 <b>♣</b> +5♦	3NT	to play	4 💙	
3 🧡	GF, 13(54)	4♣	Gerber	4	
other					
24 2	Waiting	2NT	8+ BAL	3 💙	
2 💙	8+, 5+♥	3♣	8+, 6+♣	3♠	
2	8+, 5+♠	3�	8+, 6+♦	3NT	
other					
2 2 2	NAT, F1	3♣	NAT, F1	3♠	
2	NAT, F1	3	preemptive		to play
2NT	Ogust	3♥		4	
other					

**Notes** Jacoby 2NT: 3x = shortage, 4x = 5+ suit, 3M/4M = strong/weak no shortage Inverted minors / Bergen / Jacoby 2NT are all ON over X, and OFF over overcall Ogust responses:  $3\frac{1}{2}$ 

NAT, F1			
	3� NAT, F1	3NT	to play
Ogust	3♥ preemptive	4	
NAT, F1	3♠	4 💙	preemptive
Ogust	3 <b>♥</b> NAT, F1	4♣	
NAT, F1	3 preemptive	4 🧡	to play
NAT, F1	<sub>3NT</sub> to play	4♠	preemptive
Puppet Stayman	3♠	4�	
TRF to 💙	<sub>3NT</sub> to play	4 🧡	
TRF to 🛧	44	4♠	
	9. CONVENT	IONS	
Forcing One round			Game force X
ckback X Prioritie	s: up the line; 2-way c	checkback	
	$= T/O_2NT = 16-18$		
	1/0, 2111 10 10		
XXXs			
XXXs			
/le 2-s XXXs			
/le 2-s XXXs s XXXs			
/le 2-s XXXs			
le 2-s XXXs -s XXXs e (1♣): NAT			
/le 2-s XXXs -s XXXs e (1♠): NAT (2♠): NAT			
le 2-s XXXs -s XXXs e (1♣): NAT			
/le 2-s XXXs -s XXXs e (1♠): NAT (2♠): NAT			
Ile 2-s XXXs xXXs (1♣): NAT (2♣): NAT T Interference XXXs	r double of a weak 2 o	pening	
Ile 2-s XXXs xXXs (1♣): NAT (2♣): NAT T Interference XXXs	r double of a weak 2 o 4♣/4♦ X=1		
/le 2-s XXXs s XXXs e (1♠): NAT (2♠): NAT T Interference XXXs ohl - other uses after		Γ/Ο	
Interference XXXs T Interference XXXs and the total of total o	4♣/4♦ X=7 4♠ X=F	T/O PEN	
Interference XXXs T Interference XXXs and the total of total o	4♣/4♦ X=7	T/O PEN	
Interference XXXs T Interference XXXs and the total of total o	4♣/4♦ X=7 4♠ X=F	T/O PEN	
	NAT, F1 Ogust NAT, F1 NAT, F1 Puppet Stayman TRF to ♥ TRF to ♥ TRF to ♠ INT: LUBS Forcing One round ckback X Prioritie	NAT, F1  3♠    Ogust  3♥  NAT, F1    NAT, F1  3♠  preemptive    NAT, F1  3♠  preemptive    NAT, F1  3NT  to play    Puppet Stayman  3♠  snT    TRF to ♥  3NT  to play    TRF to ♠  4♣  Provide    SCONVENT    INT:  LUBS    Forcing  One round	NAT, F1  3♠  4♥    Ogust  3♥  NAT, F1  4♣    NAT, F1  3♠  preemptive  4♥    NAT, F1  3♠  preemptive  4♥    NAT, F1  3NT  to play  4♠    Puppet Stayman  3♠  4♠  4♠    TRF to ♥  3NT  to play  4♥    TRF to ♠  4♣  4♠  4♠    SCONVENTIONS    INT: LUBS    Forcing  One round    Ckback  Y  Priorities:  up the line; 2-way checkback    e to 3NT opening  Interpretation  Interpretation  Interpretation